BATTLE CHESS™

REFERENCE CARD for the Apple IIGS computer

GETTING STARTED

You need at least 512K in your Apple IIGS computer to play. (If you have more memory, Battle Chess will make use of it for faster combat animations.) Before you begin, make a backup of your Battle Chess disk. (Refer to your User's Manual for instructions on how to make backups.) Make sure you play only with your backup disks. For maximum video quality, use an RGB monitor.

LOADING INSTRUCTIONS FOR FLOPPY DISK

1. Insert your Battle Chess disk in your disk drive. Make sure your keyboard and mouse are attached, and then turn on your computer. The game will load automatically.
2. The title screen will appear as the game loads. After several seconds, a window will come up, asking for a specific move from one of the twenty games listed in Appendix A of the Battle Chess manual. Find the proper game and type in the correct move, either Black's or White's, exactly as printed, and then press the <Return> key. For example, if prompted for Black's move #17 in Bird-Morphy, London 1858, you would type "**RxBP!!**" (without the quotes) and then press the <Return> key. The game will finish loading after you correctly type the move. This will not load the historic game; it is merely your code to play Battle Chess.

INSTALLING BATTLE CHESS ON A HARD DISK

Use any file copying utility to copy all files from the Battle Chess disk to a directory on your hard disk. The directory can have any name, but we suggest /CHESS. Do not use a whole disk copy program; copy only the files.

LOADING INSTRUCTIONS FOR HARD DISK

1. Set the prefix to your CHESS directory with the PREFIX command. For instance, if your CHESS directory is on the root level, you'd type PREFIX /CHESS.
2. Type "- CHESS.SYSTEM", without the quotes. (That's a dash in front of the word CHESS.)
3. Refer to step 2 in LOADING INSTRUCTIONS FOR FLOPPY DISK.

MOVEMENT

To move your chess pieces, use the mouse to pick a piece by positioning the flashing square under the piece you want to move, then press the mouse button to select that piece. Select the desired destination square by using the mouse, then press the button again. (You will notice that legal moves are flashing blue squares and illegal moves do not flash.)

BATTLE CHESS MENUS

Move the mouse pointer to the top of the screen and hold down the mouse button to bring up the menus. Keep holding the mouse button down as you move the pointer over menu titles and the menu options will appear. Move the pointer down to the option you desire and when the option highlights, release the mouse button. The four menus contain the following options:

DISK: About Battle Chess, Load Game, Save Game, New Game, Setup Board, Quit

MOVE: Force Move, Take Back, Replay, Suggest Move

SETTINGS: Sound On/Off, 3D Board, 2D Board, Human Plays Red, GS Plays Red, Modem Plays Red, Human Plays Blue, GS Plays Blue, Modem Plays Blue

LEVEL: Novice 1-4, Level 1-6, Set Time

MENU OPTIONS EXPLAINED

ABOUT BATTLE CHESS: Shows Battle Chess credits, version number, and any changes to the information in this reference card.

LOAD GAME: If you've saved a game before, this option recalls the game and picks up where you left off. After selecting Load Game, the Load window will then appear, displaying a list of your saved games. Select the game you wish to load by double-clicking with the mouse or using the arrow keys and pressing the <**Return**> key. The game will be loaded with its saved settings.

SAVE GAME: Pick this option if you want to save a game to disk while the game is in progress. You can save up to eight games on your Battle Chess disk. When the Save window appears, choose a slot with the mouse or arrow keys, type a name for the game you wish to save, and then press the <**Return**> key or click on the "Save" button.

NEW GAME: This option lets you start a new game at any time.

SET UP BOARD: This option lets you set up games for testing strategies or for playing classic chess problems. Set Up is performed on a 2-dimensional chess board with additional chess pieces arranged vertically on each side of the board. To move a piece, click once on the piece (whether it is on the chess board or on the side), move the mouse where you want to drop the piece down, and click again. To remove a piece, move it off to the side of the board and click. Three menu options are available in Set Up:

CLEAR BOARD:	Removes all pieces from the board.
RESTORE BOARD:	While remaining in Set Up, this aborts any changes you've made.
DONE:	Returns you to normal playing mode so you can play the game you've set up.

QUIT: You've had enough. Reboot another disk.

FORCE MOVE: If you get impatient while waiting for Battle Chess to make its move, you can force it to move with this option. This interrupts the computer's thinking process and makes it take the best move that it has thought of so far.

TAKE BACK: This option will take back the last move made by either side. You can take back up to six moves by both sides.

REPLAY: If you take back a move, then decide it wasn't such a bad move after all, select Replay to put the piece back where it was before the Take Back. You can do as many Replays as you have done Take Backs.

Apple Computer, Inc. makes no warranties, either express or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose. The exclusion of implied warranties is not permitted by some states. The above exclusion may not apply to you. This warranty provides you with specific legal rights. There may be other rights that you may have which vary from state to state.
ProDos [(c) Apple, 1983] is a copyrighted program of Apple Computer, Inc., licensed to Interplay to be distributed for use only in combination with **Battle Chess**. Apple software shall not be copied onto another diskette (except for archive purposes) or into the memory unless as part of the execution of **Battle Chess**. When **Battle Chess** has completed execution, Apple software shall not be used by any other program.

SUGGEST MOVE: Want a hint for your next possible move? The Suggest Move option will give you that hint. Battle Chess will think for a moment, then flashing highlights will appear on a square occupied by one of your pieces and the suggested destination square.

LEVELS: Novice 1 through 4 and Level 1 through 6 are available. Novice 1 is the easiest, and Level 6 is the hardest.

THINKING TIME PER LEVEL

Level	Max Thinking Time Per Move	Level	Max Thinking Time Per Move
Novice 1	5 seconds	Level 2	10 seconds
Novice 2	10 seconds	Level 3	20 seconds
Novice 3	20 seconds	Level 4	40 seconds
Novice 4	40 seconds	Level 5	1 minute, 20 seconds
Level 1	5 seconds	Level 6	2 minutes, 40 seconds

The longer Battle Chess thinks, the more carefully planned its moves will be, and the better game it will play. Under the Novice levels, Battle Chess occasionally makes poor moves. Remember, if it's taking too long, you can always override the thinking time by using the FORCE MOVE option.

SET TIME: This lets you change Battle Chess' maximum thinking time to any amount you want, from 1 minute to 10,000 minutes. A window will appear after you pick this option. Type the number of minutes to think and press the <Return> key, and Battle Chess will take that long to think per move, at most.

SHORTCUT KEYS

If you don't want to use the mouse to select the menus, certain shortcut keys are available in combination with the ⍟ (Open-Apple) key. They are as follows:

⍟ **F** .....Force Move
⍟ **T** .....Take Back
⍟ **R** .....Replay
⍟ **M**.....Suggest Move
⍟ **S** .....Sound on/off toggle

CHECK

When your King is in check, the mouse pointer will change to a "check" icon. It will change back to the normal pointer when the King escapes check.

PAWN PROMOTION

When a pawn reaches the eighth rank, a window will appear in the center of the screen. This window contains four pieces; you can change the pawn into any of them. Choose the piece by clicking on it with the mouse button.

CASTLING

If it's legal to do so (as discussed in the manual), you may castle by moving your King two spaces to his destination square. The rook will know what to do on its own.

PLAYING BATTLE CHESS BY MODEM

You can play Battle Chess against a distant opponent if each of you has a Hayes-compatible modem hooked up to your computer. If your modem is properly connected to your IIGS's modem port, as shown in your modem manual, there are 4 steps to start playing over the modem with Battle Chess.

1. Make sure Slot 2 of your IIGS is configured to Modem Port with the Control Panel. (-Control-Escape brings up the Control Panel at any time.)

2. Arrange with your opponent who will play Red and who will play Blue. After you've agreed, both of you should load Battle Chess and use the "Modem Plays Blue" or "Modem Plays Red" menu option to set your opponent's color. Hang up the phone on both ends before continuing.

3. One player must set his modem to auto-answer mode. You can do this by typing **ATSØ=1** and pressing the **<Return>** key. (That's a zero, not the letter "O".)

4. The other player must call the player whose modem is set to auto-answer. To dial a number type **ATD 555-1212**, substituting the correct phone number, and press the **<Return>** key. You can use any phone number with the **ATD** command, including area codes.

Your modem will pick up the phone and dial the number, and if all goes well, it'll then connect with the modem on the receiving end. If you get this far, you're set; you can start your chess game. When you move a piece, that move will happen on your opponent's end as well as yours. Note that after the two players are connected, the menu options NEW GAME, SET UP BOARD, and LOAD GAME will send an entire new chess board to both sides, discarding the current game.

When you set one player to Modem you can send text to your modem or opponent by just starting to type the text. This will bring up a dialog box in which you can enter a 36-column line of text. When you press <Return>, the window will disappear and the line of text will be sent. This is the way you control your modem in Battle Chess, using the modem's **AT** commands, and it is also the way you send messages to your opponent once you are connected. Type one line and press the <Return> key. A window will pop up on your opponent's screen with your message. After dismissing the window by clicking the mouse or pressing <Return>, the game can continue. You can receive these messages at any time except when a window is open on your screen. If you type modem commands in this way, the modems will act on them. See your modem manual for details on **AT** commands.

There are two steps to break the connection and hang up the phone. First type +++ (three plus signs), press <Return>, and wait a moment. This will get your modem's attention. Then type **ATH** to tell your modem to hang up. This will close the connection between the two players.

Battle Chess communicates at 300 baud with 8 bits and no parity.

Apple IIGS Battle Chess ..... **Jim Sproul**
Artwork ..... **Todd J. Camasta**
Bruce Schlickbernd
Sound Effects ..... **Kurt Heiden**
Testing ..... **Bill (Weez-Man) Dugan**
Thomas R. Decker
Produced by ..... **Troy P. Worrell**
Special Thanks To ..... **Michael Quarles**
Bill Heineman
Alan Pavlish

And everyone else at Interplay